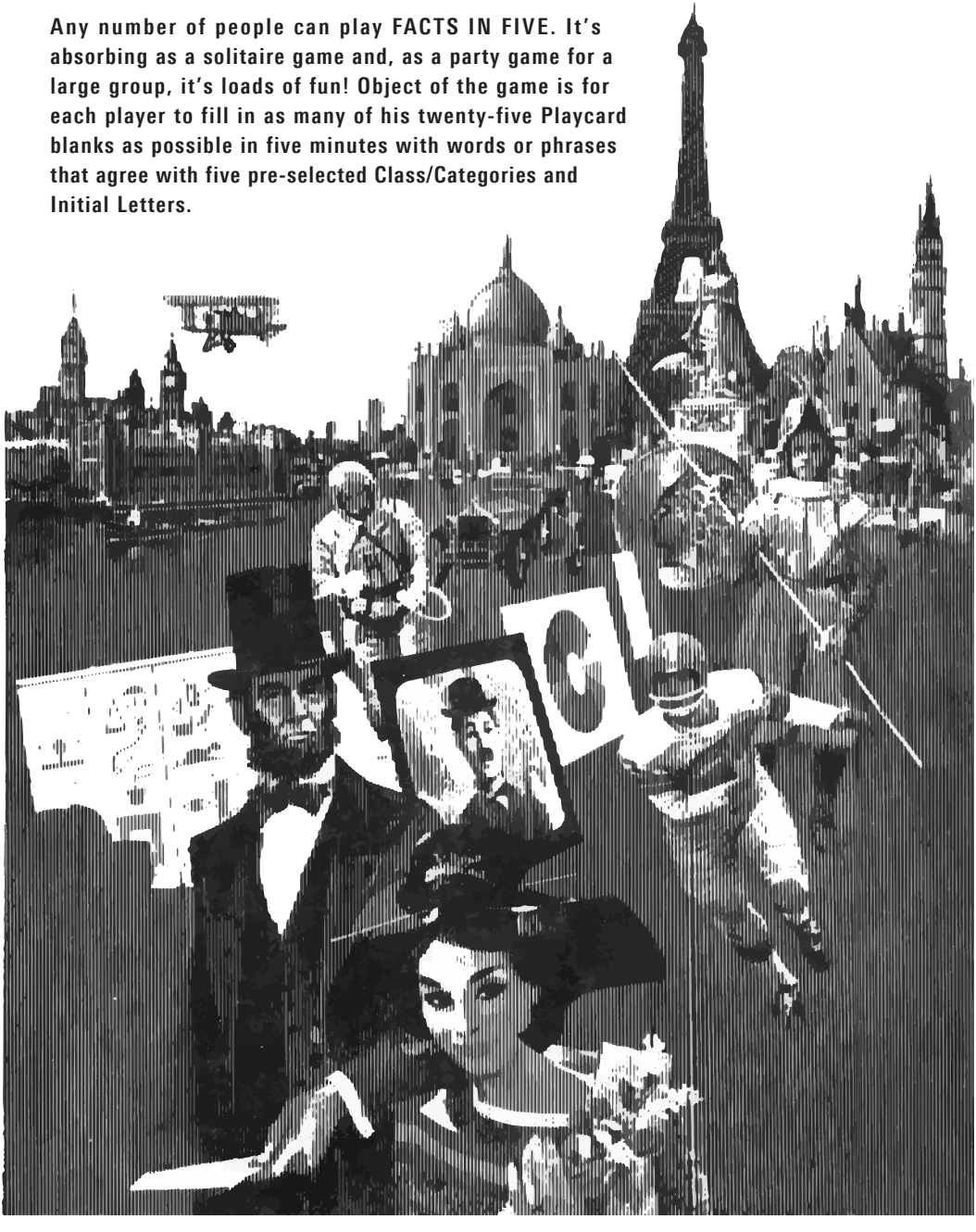
FACTS IN FIVE®

FACTS IN FIVE IS AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF KNOWLEDGE

Any number of people can play FACTS IN FIVE. It's absorbing as a solitaire game and, as a party game for a large group, it's loads of fun! Object of the game is for each player to fill in as many of his twenty-five Playcard blanks as possible in five minutes with words or phrases that agree with five pre-selected Class/Categories and Initial Letters.



SETUP

Place storage tray in center of table. Shuffle card deck and replace, face down, in tray; insert Timer upright in holder.

If five or more are playing, elect a Director to oversee the general progress of the game. He appoints two assistants — one to draw the letter tiles for each round and one to handle the Timer and signal the start and stop timer of each round.

PLAY

The standard game consists of five rounds (for a shorter game, see *Variants*). Each player begins the round with a blank Playcard on which he writes his name, the game and round numbers. Each round of play consists of the following, in order:

1. DRAWING CARDS. A total of five cards are drawn from the deck. Drawing begins with player to Director's left and rotates clockwise. *When five play*, each player draws one card. *If fewer than five play*, some players will draw **more than one card.** When there are *more than five players*, those not drawing a card in the first round will begin the drawing for the second round.

2. ANNOUNCING SUBJECT MATTER. From his card, each player selects and announces a **Class** of subject matter. Some cards list only one Class while others give players a choice of several Classes (see card examples in storage box lid). Player may also select one **Category** within that Class; selecting a Category is optional unless otherwise indicated by card. As each selection is announced, all players write them in the five **Class/Category** blanks on their Playcards. The five used cards are then set aside.

When fewer than five play, players with more than one card may select only one Class/Category from each card.

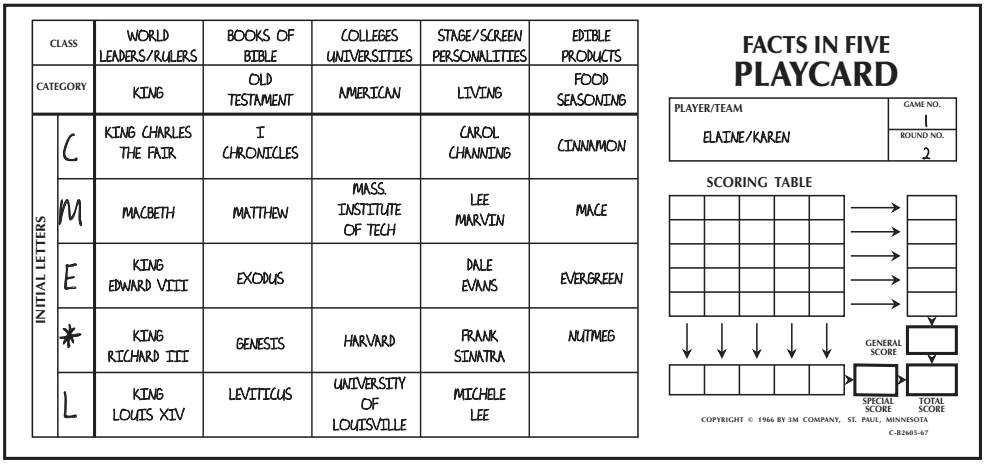
3. DRAWING LETTER TILES. A total of five letter tiles are drawn blindly and, as each is announced, all players write them in the Initial Letter columns of their Playcards. If a wild letter tile (✱) is drawn, it is marked accordingly on the Playcard.

At this point, Playcards of all players will be identical. The five letter tiles are returned to the tray and mixed.

4. MAKING ENTRIES. After the Timer is set (turned over), each player attempts to enter a word or phrase in each of the 25 blanks on his Playcard. Each entry must agree with or fit the *Class*/*Category* at the top of that column and its "Key Word" must begin with the *letter* at the left of the row in which it is written. A specific entry may be written only *once* on the Playcard even though it may be valid in another blank.

Key Words. Generally, the "Key Word" in an entry is the *first* word. However, if the first word or title prefix of an entry is part of the Class or Category, the next *main* word is to be regarded as the Key Word. A person's last or surname must always be regarded as the Key Word. Stage or titled names are permissible if validated. The articles "a," "an" and "the" are *never* Key Words.

Key Words in a row with a valid Initial Letter (✻) may begin with any letter of the alphabet but need not begin with the same letter (see *Example* below).



		CLASS	WORLD LEADERS/RULERS	BOOKS OF BIBLE	COLLEGES UNIVERSITIES	STAGE/SCREEN PERSONALITIES	EDIBLE PRODUCTS
		CATEGORY	KING	OLD TESTAMENT	AMERICAN	LIVING	FOOD SEASONING
INITIAL LETTERS	C		KING CHARLES THE FAIR	I CHRONICLES		CAROL CHANNING	CINNAMON
	M		MACBETH	MATTHEW	MASS. INSTITUTE OF TECH	LEE MARVIN	MACE
	E		KING EDWARD VIII	EXODUS		DALE EVANS	EVERGREEN
	✻		KING RICHARD III	GENESIS	HARVARD	FRANK SINATRA	NUTMEG
	L		KING LOUIS XIV	LEVITICUS	UNIVERSITY OF LOUISVILLE	MICHELE LEE	

FACTS IN FIVE
PLAYCARD

PLAYER/TEAM: ELAINE/KAREN
GAME NO.: 1
ROUND NO.: 2

SCORING TABLE

GENERAL SCORE
SPECIAL SCORE
TOTAL SCORE

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C-B2605-67

EXAMPLE OF ONE PLAYER'S ENTRIES
(Note: Not all entries are valid.)

When time is up, each player must stop writing immediately and pass his Playcard to the player on his left for *validating* and *scoring*.

5. VALIDATING ENTRIES. As a scorer, each player my rule that an entry is valid — or he may challenge it. (Minor variations in spelling should be allowed except in those Class/Categories where word spelling is part of the entry requirement. The first letter of a Key Word, however, must be correct.) All challenged entries are read aloud;; *if at least one other player recognizes or accepts the word or phrase as correct for its Class/Category and letter, the entry is valid.* Disputes arising out of challenged or invalidated entries are resolved by majority vote of players. (Player who wrote entry and Director do not vote; in case of tie, Director may cast deciding vote.)

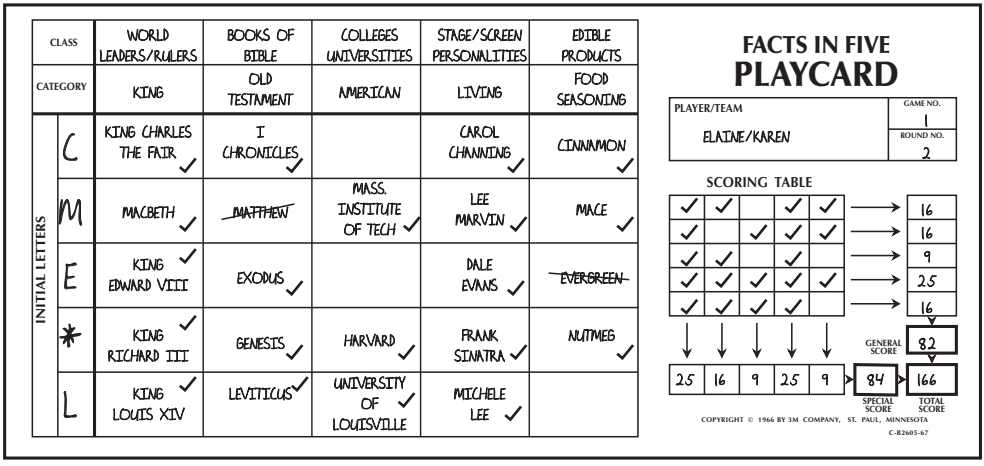
6. SCORING PLAYCARDS. The scorer places a check mark by each valid entry and crosses out each entry which is not valid. After counting the number of valid entries in the first column, he checks (✓) an equal number of blocks *consecutively* in the first column of the Scoring Table (see *Sample Scoring Illustration*). The total number of checks in this column is then multiplied by itself (squared) and the resulting number is written in the box beneath the column. This process is repeated for each of the four remaining columns.

The scorer now totals the checks for *each* horizontal row, squares the figure and enters the result in the box immediately to the right of the row.

Special Score. Next, all five numbers in the boxes along the bottom of the Scoring Table are added and the total is written in the box marked "Special Score." This score is a comparative index of the depth of a player's factual knowledge and his ability for quick recall *within specific classes* of subject matter.

General Score. All five numbers in the boxes at the right are added and the result is written in the box marked "General Score." The General Score is a comparative index of the extent of a player's factual knowledge and his ability for quick recall *across many different and unrelated classes* of subject matter.

Total Score. The Special and General Scores are added together and the total is written in the "Total Score" box. This score is strictly a numerical value which gives a comparative index of a player's ability to complete more valid Playcard entries than any other player. Theoretically, a player could score 250 points per round; however, any score over 100 points per round is generally above average. (A score of 50 might be considered very high with a difficult combination of letters and classes.)



SAMPLE SCORING ILLUSTRATION

After all Playcards have been scored, scores for each player are recorded on a Master Score Card sheet under the player's name.

ENDING THE GAME

When the five rounds have been played, all scores on the Master Score Card sheet are added to arrive at the Grand Totals for each player. Highest Grand Total score in each classification determines the winner for each. One player may win in all three classifications or three different players may each win in one classification.

VARIATIONS

After becoming familiar with the game, players may wish to add one or more of the following variations:

- **SHORTER GAME:** For a shorter game, players may elect to play less than five rounds. They may also shorten the game by playing to a Total Score of 150 points. Large groups will find the game will be shorter if they play in teams rather than as individuals (see *Party Game*).

- **PARTY GAME:** An excellent variation for party groups of eight or more. Players divide into teams of two or more players. (Teams may consist of men versus women, couples versus couples, etc.) A Director is elected; he appoints two assistants — one to draw the letter tiles and one to handle the Timer. Each team receives one Playcard for the round. A total of five cards are drawn, *one by each team*. If there are fewer than five teams, some teams will draw more than one card; if there are more than five teams, those not drawing a card in the first round will begin the drawing for the second round. All team members help decide which Class/Category will be announced. Play then proceeds in the usual manner. When filling in their Playcards, teams should be careful that opponents do not hear them discussing their entries.

- **VERIFYING ENTRIES:** This game variation uses any available reference books (almanacs, dictionaries, encyclopedias, etc.) to resolve disputes arising out of challenged or invalidated entries. Entries that cannot be verified by reference books are then subject to a majority vote in the usual manner.

- **FORCED CATEGORIES:** This method requires that wherever an option exists all players must choose a Category as well as a Class from the cards. This adds a degree of difficulty to the game and is recommended for advanced players.

- COMBINED CATEGORIES: Two or more related Categories within one Class may be chosen to form a *single combined Category* to make play more difficult. For example, if the Class is "Military Figures," the player could combine the Category "U. S. Generals" with the Category "During World War II." Only entries which fit both Categories ("U. S. Generals during World War II") would be valid.

- SINGLE INITIAL LETTER: In this variation, only *one letter* is drawn for each round. Players must then use the same Initial Letter for all five rows. Some of the more difficult letters (such as "Q" or "X") and wild letter tiles may be removed before attempting this method.

- CHILDREN'S VERSION: When children play, they should use only the Class even when they are competing with adults who have chosen a Category. This will help to equalize the difference in knowledge between the child and the adult.

CLASS: SCIENTISTS

Category	
American	Physicist
Foreign	Chemist
European	Nuclear
Male	Medical
Female	Astronomer
Living	Psychologist
Past	Mathematician
Nobel Prize Winner	Space
Biologist	Of ___(option)___ Descent
Philosopher	Of ___(option)___ Nationality

With this card the player has no choice of Class. He must announce "Scientists." If he desires, he may also announce one of the Categories listed such as "Nobel Prize Winner."

CLASS: SPELLING OF ENGLISH WORDS

(No option – a category and range must be selected)

Category	Ranges for No. of Letters Required			
Any Word	(over 7)	(8-12)	(13-17)	(over 17)
Noun	(over 5)	(6-10)	(11-15)	(over 15)
Verb	(over 5)	(6-10)	(11-15)	(over 15)
Adverb	(over 5)	(6-10)	(11-15)	(over 15)
Adjective	(over 4)	(5-9)	(10-14)	(over 14)
Proper Noun	(over 4)	(5-7)	(8-10)	(over 10)

With this card the player again has no choice of Class. He must announce "Spelling of English Words." He does not have an option on selection of Category. He must pick a Category and a range of letters. he desires, he may also announce

CHOICE CARD

CLASS	Category	
NAMES OF AIRCRAFT	Military Designation Commercial Name	
TYPES OF OCEAN VESSELS	Powered Nonpowered	Military/Naval Nonmilitary
NAMES OF OCEAN VESSELS	Military/Naval Ship Commercial/Passenger Ship	
FAMOUS STRUCTURES	American Foreign	Modern Historical
RESORTS	American Foreign	European Island

From this card player may select one of the five Classes listed. After announcing the selected Class, he may also select and announce a Category within this Class. For example, he may select "Famous Structures" as a Class and "Historical" as the Category.

CHOICE CARD

CLASS ONLY	CLASS ONLY
FLOWERS	**ELECTRICAL MACHINES**
GERMS OR BACTERIA	**FUELS**
HUMAN BODY BONES	**ENGINE/MOTOR PARTS**
ADHESIVES	**LABORATORY APPARATUS**
WEAPONS	**GASES**
MATHEMATICAL FORMS	**ELECTRONIC PRODUCTS**

This Choice Card gives the player a selection of Classes from which to choose. It does not, however, allow him to choose a Category within his selected Class.

The Wild Card permits the player to announce any Class of information which he desires. He may choose a favorite Class from one of the cards in the deck or may make up any Class he wishes. If he desires, he may also announce any Category for his Class.

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FORMERLY A MINNESOTA MINING & MFG. GAME.

EDITOR'S SUGGESTIONS - OCTOBER 2025

This Print & Play package have been re-created with scanned elements limited to artwork and non-essential elements included in the game such as reorder slips and game catalogues, gameplay elements are faithfully re-created. This ensures the game can be enjoyed in full, printed with clarity, while still keeping as much as the look-and-feel of the earlier versions of the game as possible. The original version was produced in 1964; this package replicates the classic 1976 Bookcase version by Avalon Hill, which was very similar to the 1966 3M version. Care has been taken not to change the wording of the original rules.

Included with the Print & Play package are two different letter distributions. The letter distribution for the Original Distribution consists of the letters A-Z, once each, and four wild (*) cards. The letter distribution for the Modern Distribution contains a mix more representative of English usage. If the same letter is picked more than once for the Modern Distribution, discard that letter and pick a replacement so that all five choices are unique. Another option is to use Scrabble tiles, but eliminate all vowels except two As, two Es, and one each of I, O, and U. As with the Modern Distribution, if duplicate tiles are picked during a game, replace the duplicate with a new random seelection. The Scrabble tiles are generally going to be easier to handle than paper chits.

When picking Classes, Categories, and Letters, be prepared to be fairly quick - the more time taken in selection means more time to think about answers before the time begins. If none of the Categories for a given Class, feel free to make one up, subject to approval of players. When choosing Classes and Categories (especially for Wild Cards), make a good faith effort to pick topics that are not exclusively well-known only to yourself.

As the original Classes and Categories were written for the game in 1964, playing only with the original cards may be limiting for modern players - personally, I don't know the names of any jockeys except one UK Royal and probably don't know anyone else who does. I have included three optional enhancements which may be included in any combination, or elimiated from play for the original experience:

1 - Additional wild cards. Four wild cards appear in the original game, and an extra sheet of 12 wild cards may be printed to create as many additional wild cards as you need.

2 - Modern cards about modern topics. These are grouped into theme cards (such as Music and Internet & Tech.) so particular themes your group may not care about can easily be discarded.

3 - Write-in cards. There are write-in cards, including a full page of extras so your game can accomodate as many as you need. They act similarly to Wild Cards. If someone in your group comes up with an idea everyone accepts, write it on one of the lines of the Write-In cards. In the future, that topic can be chosen, or an additional topic can be created and written in until that card is full with seven entries. Consider adding any successful topics created for a Wild Card to a Write-In card.

The original sand timer was approximately five minutes. Consider changing the time limit to ten minutes; five minutes may seem too rushed. It is recommended to use a timer with an alarm, such as a smartphone or egg timer.

Adjudicating correct answers is easier now than in 1966. Avoid AI summaries, as they will often validate inaccurate assumptions, but Wikipedia is fine for game purposes. As such, rather than trading Playcards, and reading someone else's cramped writing, judge the results topic-by-topic, letter-by-letter, with everyone announcing their picks for that square in order and marking their own scorecard accordingly. Consider additional house rules if they work better for your group, such as simplifying scoring, or bonuses or penalties for picking the same answer as someone else. It's a party game, make it your own!

PRINTING INSTRUCTIONS

This Print & Play recreation created by Delusion (https://boardgamegeek.com/profile/Delusion) for BGG.

Printing Instructions - PLAY CARDS

For best results, in order of quality:

1 - Custom card printing company (no borders)
2 - Local print shop (no borders)
3 - Color laser printer on card or photo stock (experiment to get correct alignment, or without backs)
4 - Color ink printer on card or photo stock (experiment to get correct alignment, or without backs)
5 - Print on paper (experiment to get correct alignment, , or without backs - will not be as durable)

The cut guide is for print shop or personal use to help create consistent cuts. Cut options for square edges or rounded edges.

For ease of printing, use the card files with borders cards unless professionally printed and machine-cut.

Printing Instructions - LETTER CHITS

The black-on-red tiles represent the letter distribution of the original 3M/Avalon HIll distribution - 1 letter each plus four blanks/wild.

The red-on-white tiles are the modern distribution seen in the 2007 University Games version.

Print on card or photo paper, cut with an X-acto blade, guides are printed in light dotted lines. Store in separate baggies or candy tins like Altoids Smalls to save yourself a lot of trouble if you print both or have originals lying around.

Printing Instructions - Playcards and Master Score Cards

1 - Local print shop - they can use loose-set or glue binding on a thinner form paper for an original look and feel, and to keep down bulk. The 3M/AH edition had approximately 50 double-sided sheets of Master Score Cards and 250 double-sided Playcards, each on letter-sized paper (8.5in x 11in).

2 - Print at home - print these up double-sided to save paper. The margins are relaxed enough that an accurate machine cut isn't required. Print the legal sized versions (8.5in x 14in) for more space to write - these will not fit in the original game box, however.

Original game art and text © 1964 Advanced Ideas, © 1966 3M, © 1976 Avalon Hill.
Print & Play text and graphic design free for personal or use only.

COLOPHON

Letter Chits
Bodoni Poster

Cards
Optima LT Std Roman
Optima LT Std Medium
Optima LT Std Bold

Master Score Card & Playcard Score Sheet
Linotype Univers Extended
Optima LT Std Roman
Optima LT Std Medium
Optima LT Std Bold
Optima LT Std Black

Rules
Helvetica Neue LT W1G Roman/Medium/Bold
Helvetica Now Display Light Italic
NewellsHand Regular
Optima LT Std Roman/Medium/Bold
Times NR MT Pro Medium/Bold/Italic
Times NR Seven MT W01 Regular
Univers Next Pro Bold/Bold Condensed/Heavy

Instructions & Colophon
Velo Sans Display Bold
Noto Sans ExtraCondensed

Records & Lists
Futura Now Headline Medium

WINNING RECORDS - FULL GAME - FIVE ROUNDS									
# PLAYERS	LETTERS					PLAYER/TEAM	SPECIAL	GENERAL	TOTAL

WINNING RECORDS - INDIVIDUAL ROUND									
# PLAYERS	LETTERS					PLAYER/TEAM	SPECIAL	GENERAL	TOTAL

WINNING RECORDS - INDIVIDUAL LETTERS - FIRST PERFECT 25 SCORE		
LETTER	CLASS/CATEGORY	PLAYER/TEAM
A		
B		
C		
D		
E		
F		
G		
H		
I		
J		
K		
L		
M		
N		
O		
P		
Q		
R		
S		
T		
U		
V		
W		
X		
Y		
Z		
*		

BANNED/DISQUALIFIED TOPICS FOR THE GROUP				
CLASS/CATEGORY	SOURCE ✓			
	OFFI-CIAL	UN-OFFI-CIAL	WILD	WRITE-IN

NOTES

NOTES

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